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L3	83	(process adj captur$4) and (model$4 adj process)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/01/26 18:52
L4	2	"6278977".pn.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/01/26 18:59
L6	467	business adj process adj model$4	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/01/26 18:59
L7	7	business adj process adj model$4 with captur$4	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/01/26 19:39
L8	1	"1318679".pn.	EPO	OR	ON	2006/01/26 19:40
L9	2	"5826239".pn.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/01/26 19:42
L10	2	"6023683".pn.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/01/26 19:43
L11	2	"5233513".pn.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/01/26 19:43

L12	2	"5581691".pn.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/01/26 19:46
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1 WebQuilt: a framework for capturing and visualizing the web experience   ■
Jason I. Hong, James A. Landay
April 2001 **Proceedings of the 10th international conference on World Wide Web**
Publisher: ACM Press
Full text available: 📄 pdf(611.22 KB)   Additional Information: full citation, references, citings, index terms

Keywords: WebQuilt, log file analysis, usability evaluation, web proxy, web visualization

2 Late breaking results: posters: Designing systems that direct human action   ■
Ana Ramírez Chang, Marc Davis
April 2005 **CHI '05 extended abstracts on Human factors in computing systems**
Publisher: ACM Press
Full text available: 📄 pdf(166.64 KB)   Additional Information: full citation, abstract, references, index terms

In this paper we present a user-centered design process for Active Capture systems. These systems bring together techniques from human-human direction practice, multimedia signal processing, and human-computer interaction to form computational systems that automatically analyze and direct human action. The interdependence between the design of multimedia signal parsers and the user interaction script presents a unique challenge in the design process. We have developed an iterative user-centered ...

Keywords: active capture, direction, error, error-prone systems, mediation, multimedia systems design, recognition

3 Presiding over accidents: system direction of human action   ■
Jeffrey Heer, Nathaniel S. Good, Ana Ramirez, Marc Davis, Jennifer Mankoff
April 2004 **Proceedings of the SIGCHI conference on Human factors in computing systems**
Publisher: ACM Press
Full text available: 📄 pdf(406.79 KB)   Additional Information: full citation, abstract, references, index terms

As human-computer interaction becomes more closely modeled on human-human interaction, new techniques and strategies for human-computer interaction are required.

In response to the inevitable shortcomings of recognition technologies, researchers have studied mediation: interaction techniques by which users can resolve system ambiguity and error. In this paper we approach the human-computer dialogue from the other side, examining system-initiated direction and mediation of human action. We conduc ...

Keywords: active capture, direction, error, error-prone systems, mediation, multimedia systems design, recognition

4 The state of the art in automating usability evaluation of user interfaces

Melody Y. Ivory, Marti A Hearst
December 2001 **ACM Computing Surveys (CSUR)**, Volume 33 Issue 4
Publisher: ACM Press

Full text available: pdf(2.31 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

Usability evaluation is an increasingly important part of the user interface design process. However, usability evaluation can be expensive in terms of time and human resources, and automation is therefore a promising way to augment existing approaches. This article presents an extensive survey of usability evaluation methods, organized according to a new taxonomy that emphasizes the role of automation. The survey analyzes existing techniques, identifies which aspects of usability evaluation aut ...

Keywords: Graphical user interfaces, taxonomy, usability evaluation automation, web interfaces

5 Posters: Automated evaluation of search engine performance via implicit user feedback

Himanshu Sharma, Bernard J. Jansen
August 2005 **Proceedings of the 28th annual international ACM SIGIR conference on Research and development in information retrieval SIGIR '05**
Publisher: ACM Press

Full text available: pdf(231.86 KB)   Additional Information: full citation, abstract, references, index terms

Measuring the information retrieval effectiveness of Web search engines can be expensive if human relevance judgments are required to evaluate search results. Using implicit user feedback for search engine evaluation provides a cost and time effective manner of addressing this problem. Web search engines can use *human evaluation* of search results without the expense of human evaluators. An additional advantage of this approach is the availability of real time data regarding system perform ...

Keywords: implicit user feedback, search engine evaluation

6 Poster 3: content track: Tracking users' capture intention: a novel complementary view for home video content analysis

Tao Mei, Xian-Sheng Hua, He-Qin Zhou
November 2005 **Proceedings of the 13th annual ACM international conference on Multimedia MULTIMEDIA '05**
Publisher: ACM Press

Full text available: pdf(1.86 MB)   Additional Information: full citation, abstract, references, index terms

In this paper, we present a novel view to home video content analysis, which aims at tracking the *capture intention* of camcorder users. Based on the study of intention mechanism in psychology, a set of domain-specific capture intention concepts are defined. A comprehensive and extensible scheme consisting of video structuring, intention oriented

feature analysis, as well as intention unit segmentation and classification is proposed to mine the users' capture intention. Experiments were ca ...

Keywords: attention detection, capture intention, video content analysis

7 Please touch tangible UIs: Hands-only scenarios and video action walls: novel methods for tangible user interaction design
Jacob Buur, Mads Vedel Jensen, Tom Djajadiningrat
August 2004 **Proceedings of the 2004 conference on Designing interactive systems: processes, practices, methods, and techniques**
Publisher: ACM Press
Full text available: .pdf(4.32 MB)   Additional Information: full citation, abstract, references, index terms

In our research on tangible user interaction we focus on the design of products that are dedicated to a particular user, task and context. In doing so, we are interested in strengthening the actions side of tangible interaction. Currently, the actions required by electronic products are limited to pushing, sliding and rotating. Yet humans are capable of far more complex actions: Human dexterity is highly refined. This focus on actions requires a reconsideration of the design process. In this pap ...

Keywords: human actions, scenarios, tangible interaction, video

8 Supporting adaptive interfaces in a knowledge-based user interface environment
Piyawadee Noi Sukaviriya, James D. Foley
February 1993 **Proceedings of the 1st international conference on Intelligent user interfaces**
Publisher: ACM Press
Full text available: .pdf(814.93 KB)   Additional Information: full citation, references, citings, index terms

Keywords: adaptive help, adaptive interface, user interface design environment, user model

9 WebQuilt: A proxy-based approach to remote web usability testing
July 2001 **ACM Transactions on Information Systems (TOIS)**, Volume 19 Issue 3
Publisher: ACM Press
Full text available: .pdf(2.89 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

WebQuilt is a web logging and visualization system that helps web design teams run usability tests (both local and remote) and analyze the collected data. Logging is done through a proxy, overcoming many of the problems with server-side and client-side logging. Captured usage traces can be aggregated and visualized in a zooming interface that shows the web pages people viewed. The visualization also shows the most common paths taken through the web site for a given task, as well as the optimal p ...

Keywords: Usability evalution, WebQuilt, log file analysis, web proxy, web visualization

10 Extracting usability information from user interface events
David M. Hilbert, David F. Redmiles
December 2000 **ACM Computing Surveys (CSUR)**, Volume 32 Issue 4

Publisher: ACM Press

Full text available: pdf(1.50 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>, <u>review</u>

Modern window-based user interface systems generate user interface events as natural products of their normal operation. Because such events can be automatically captured and because they indicate user behavior with respect to an application's user interface, they have long been regarded as a potentially fruitful source of information regarding application usage and usability. However, because user interface events are typically voluminos and rich in detail, automated support is generally ...

Keywords: human-computer interaction, sequential data analysis, usability testing, user interface event monitoring

11 <u>A second generation user interface design environment: the model and the runtime architecture</u>
Piyawadee Sukaviriya, James D. Foley, Todd Griffith
May 1993 **Proceedings of the SIGCHI conference on Human factors in computing systems**
Publisher: ACM Press

Full text available: pdf(1.12 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Several obstacles exist in the user interface design process which distract a developer from designing a good user interface. One of the problems is the lack of an application model to keep the designer in perspective with the application. The other problem is having to deal with massive user interface programming to achieve a desired interface and to provide users with correct help information on the interface. In this paper, we discuss an application model which captures information about ...

Keywords: application model, automatic help generation, user interface design environment, user interface generation, user interface model

12 <u>Bridging the physical and the digital: Where the wild things work: capturing shared physical design workspaces</u>
Wendy Ju, Arna Ionescu, Lawrence Neeley, Terry Winograd
November 2004 **Proceedings of the 2004 ACM conference on Computer supported cooperative work**
Publisher: ACM Press

Full text available: pdf(1.31 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

We have built and tested WorkspaceNavigator, which supports knowledge capture and reuse for teams engaged in unstructured, dispersed, and prolonged collaborative design activity in a dedicated physical workspace. It provides a coherent unified interface for post-facto retrieval of multiple streams of data from the work environment, including overview snapshots of the workspace, screenshots of in-space computers, whiteboard images, and digital photos of physical objects. This paper describes t ...

Keywords: collaborative design, knowledge capture/reuse, memory augmentation, physical environments, workspaces

13 <u>A visual test development environment for GUI systems</u>
Thomas Ostrand, Aaron Anodide, Herbert Foster, Tarak Goradia
March 1998 **ACM SIGSOFT Software Engineering Notes , Proceedings of the 1998 ACM**

**SIGSOFT international symposium on Software testing and analysis
ISSTA '98**, Volume 23 Issue 2
Publisher: ACM Press

Full text available: 📄 pdf(2.05 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

We have implemented an experimental test development environment (TDE) intended to raise the effectiveness of tests produced for GUI systems, and raise the productivity of the GUI system tester.The environment links a test designer, a test design library, and a test generation engine with a standard commercial capture/replay tool. These components provide a human tester the capabilities to capture sequences of interactions with the system under test (SUT), to visually manipulate and modify the s ...

Keywords: GUI-based system, capture/reply, test coverage, test designer, test generation, test maintenance, test scenario, testing, visual editor

14 <u>Image and shape analysis - user interaction: Implicit interaction profiling for recommending spatial content</u>   ■
Joe Weakliam, Michela Bertolotto, David Wilson
November 2005 **Proceedings of the 13th annual ACM international workshop on Geographic information systems GIS '05**
Publisher: ACM Press
Full text available: 📄 pdf(754.07 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

When individuals request task-relevant spatial content in the form of area maps, GIS applications typically return default maps displaying standard map content. Little effort is made by these applications to present users with personalized maps displaying spatial content tailored to users' specific interests. Maps generated usually contain superfluous information that hinders the user's end goal and is irrelevant in terms of their spatial content preferences. Users may then customize the map thr ...

Keywords: data mining, implicit profiling, personalization, user interaction, user modeling

15 <u>Helping the automated validation process of user interfaces systems</u>   ■
Bruno d'Ausbourg, Christel Seguin, Guy Durrieu, Pierre Roché
April 1998 **Proceedings of the 20th international conference on Software engineering**
Publisher: IEEE Computer Society
Full text available: 📄 pdf(988.94 KB)
📄 Publisher Site   Additional Information: <u>full citation</u>, <u>references</u>, <u>index terms</u>

16 <u>Interactive control of avatars animated with human motion data</u>   ■
Jehee Lee, Jinxiang Chai, Paul S. A. Reitsma, Jessica K. Hodgins, Nancy S. Pollard
July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques SIGGRAPH '02**, Volume 21 Issue 3
Publisher: ACM Press

Full text available: 📄 pdf(8.00 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Real-time control of three-dimensional avatars is an important problem in the context of computer games and virtual environments. Avatar animation and control is difficult, however, because a large repertoire of avatar behaviors must be made available, and the

user must be able to select from this set of behaviors, possibly with a low-dimensional input device. One appealing approach to obtaining a rich set of avatar behaviors is to collect an extended, unlabeled sequence of motion data appropria ...

Keywords: avatars, human motion, interactive control, motion capture, virtual environments

17 Recognizing creative needs in user interface design

Michael Terry, Elizabeth D. Mynatt
October 2002 **Proceedings of the 4th conference on Creativity & cognition**
Publisher: ACM Press

Full text available: pdf(478.46 KB)   Additional Information: full citation, abstract, references, citings, index terms

The creative process requires experimentation, the exploration of variations, and the continual evaluation of one's progress. While these processes are frequently non-linear and iterative, modern user interfaces do not explicitly support these practices, and instead impose a linear progression through tasks that is a poor fit for creative pursuits. In this paper we use data from three case studies, and draw upon Sch$#246;n's theory of reflection-in-action to illustrate specific deficiencies in c ...

Keywords: creativity, image manipulation, non-linear interaction model, on-demand previews, open-ended tasks, side view

18 Capturing, structuring, and representing ubiquitous audio

Debby Hindus, Chris Schmandt, Chris Horner
October 1993 **ACM Transactions on Information Systems (TOIS)**, Volume 11 Issue 4
Publisher: ACM Press

Full text available: pdf(1.78 MB)   Additional Information: full citation, abstract, references, citings, index terms

Although talking is an integral part of collaboration, there has been little computer support for acquiring and accessing the contents of conversations. Our approach has focused on ubiquitous audio, or the unobtrusive capture of speech interactions in everyday work environments. Speech recognition technology cannot yet transcribe fluent conversational speech, so the words themselves are not available for organizing the captured interactions. Instead, the structure of an int ...

Keywords: audio interactions, collaborative work, multimedia workstation software, semi-structured data, software telephony, stored speech, ubiquitous computing

19 User modeling I: Supporting user hypotheses in problem diagnosis

Earl J. Wagner, Henry Lieberman
January 2004 **Proceedings of the 9th international conference on Intelligent user interface**
Publisher: ACM Press

Full text available: pdf(745.07 KB)   Additional Information: full citation, abstract, references, index terms

People are performing increasingly complicated actions on the web, such as automated purchases involving multiple sites. Things often go wrong, however, and it can be difficult to diagnose a problem in a complex process. Information must be integrated from multiple sites before relations among processes and data can be visualized and understood. Once the source of a problem has been diagnosed, it can be tedious to explain the process of diagnosis to others, and difficult to review the steps late ...

Keywords: interactive visualization, interface agents, web interfaces

20 Implicit interest indicators

Mark Claypool, Phong Le, Makoto Wased, David Brown

January 2001 **Proceedings of the 6th international conference on Intelligent user interfaces**

Publisher: ACM Press

Full text available: pdf(618.26 KB)   Additional Information: full citation, abstract, references, citings, index terms

Recommender systems provide personalized suggestions about items that users will find interesting. Typically, recommender systems require a user interface that can ``intelligently'' determine the interest of a user and use this information to make suggestions. The common solution, ``explicit ratings'', where users tell the system what they think about a piece of information, is well-understood and fairly precise. However, having to stop to enter explicit ratings can alter normal patterns ...

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    Multimodal Interfaces, 2002. Proceedings. Fourth IEEE International Conferen·
    14-16 Oct. 2002 Page(s):442 - 447
    Digital Object Identifier 10.1109/ICMI.2002.1167036
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    Virtual Reality Annual International Symposium, 1996., Proceedings of the IEE
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Hecht, D.L.;
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30 Oct.-4 Nov. 2000 Page(s):240 - 249
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